

STAR TREK ROLEPLAYING GAME

SPECIES PROFILE

SPECIES NAME: *BAPHOMECIANS*

VISUAL REPRESENTATION



SPECIES ADJUSTMENTS

+1 Strength, +1 Vitality, +2 Agility, -1 Presence

PHYSICAL DESCRIPTION

Baphomecians are a race of tall humanoids, with heavily pigmented skin ranging from an almost maroon-red to a deep lavender in color. Their eyes are dark, and their pupils are feline-like slits.

Baphomecians tend to be lean, and have long, muscular limbs. Their hair, usually worn long, ranges in color from light blond to a deep shade of red. There are no black, or brown-haired Baphomecians. And when some Baphomecians age their hair can turn a brilliant shade of yellow-orange.

The Baphomecians have two very distinctive features. One is a pair of long, curved antlers that protrude from the center of the forehead and curve back and then forward in a semi-circular curve to come to a point on either side of the head. The other is a long, prehensile tail with a sharp, bony tip.

CULTURE

Baphomecians come from an advanced culture on a technological par with the Klingon Empire. Their homeworld is very heavily populated, and has been for centuries; resulting in a culture that is very comfortable with and even centered around large groups, crowds, and personal interaction.

One aspect of this culture is that Baphomecians like to stand out in a crowd. They work hard at whatever profession they choose, to be the best at what they do, and to excel. Renown and personal recognition is very important to a Baphomecian.

Baphomecians are also no strangers to aggression. As one might assume, they tend to butt heads over even minor issues if given the right provocation. Although not as argumentative as a Tellarite, a Baphomecian will hold to their convictions, and defend their positions unswervingly.

Baphomecians are outspoken, and outgoing. They are also a very dynamic people who make good officers. And once one gets to know a Baphomecian they can make good friends, or even passionate lovers.

Their society stresses equality. And there have been many Baphomecian heads of state of both genders. They also stress the study of science, and there are several Baphomecians who have served, with distinction, in Starfleet.

Baphomecians have a violent history, and as recently as the 20th century they would have been considered a warlike culture. By the late 23rd century the Baphomecian homeworld became a protectorate of the Federation, against the aggression of the Klingon Empire.

The Baphomecians joined the Federation in the early 24th century. And by 2360, there was a Baphomecian sitting on the Federation council.

LANGUAGES

Baphomecians have two native languages. One, which is easier for off-worlders and non-Baphomecians to learn; and a tonal language only Baphomecians seem able to speak but other species can learn to understand.

The spoken and written language, known as Baphic, is a soft, smooth language stressing soft consonants and long vowel sounds. Written Baph takes the form of a hieroglyphic language of over 300 pictographs.

The Baphomecian tonal language consists of a series of deep bellows. Male Baphomecians find the language easier to master because their voices can achieve deeper tones. The tones usually convey moods, or emotions. And most Baphomecians can easily determine what the tones mean. The language is much harder for non-Baphomecians to learn.

The tones can range from the very deepest, which sound similar to a vocal imitation of a bassoon to a higher pitched whistle reminiscent of a flute.

Baphomecians who live and work in the Federation and within Starfleet will learn to speak Federation Standard. And most speak it with an accent that sounds similar to that of the African or Jamaican regions on Earth.

COMMON NAMES

Baphomecians have single names that function to indicate both the name of the individual and their family names.

All Baphomecian names begin with one syllable, often represented by a single consonant. This syllable indicates the Baphomecian's family-name. The second part of the name; usually 2 or 3 syllables, is the individual or proper name.

Male Baphomecian names tend to have harder consonantal sounds. While females have long vowel sounds and often

end in a vowel.

The Baphomecian officer, M'yra, who served aboard the USS Enterprise in the late 23rd century had a classic feminine Baphomecian name.

HOMEWORLD

The Baphomecian homeworld is a small class-M planet called Baphomet III. Rugged, and rocky in places, there are seven small continents and at least 3 large seas on the planet. And most of the habitable land masses are covered in rolling hills, mountains, and heavy forestation.

There are several large, and crowded cities on Baphomet III. And many Baphometians also live in smaller settlements in the mountains.

The Baphomecians are on a similar technological level with the Klingons. At high Tech Level 7, or early Tech-8; Baphomet III has 1 moon and two layers of rings made up of the debris of another moon that was destroyed in a meteor storm early in the life of the planet.

The Baphometians have their own fleet of military vessels, as well as a thriving shipping industry. Baphomet III is well-known for its raw mineral deposits and the Baphomecians are leaders in the mining industry as well as in the exportation of valuable ores.

FAVORED PROFESSION

There are several Baphomecians in Starleet, and as Starship Officers they usually choose the Elite Profession of Security, Engineering, or Flight Control. In the 23rd centuries Baphomecian officers prefer the role of the Navigator to the Helmsman.

Civilian Baphomecians run the gamut, but tend towards Rogues and Soldiers, with the Elite Professions of Explorer, or, Smuggler.

There are also a few Baphomecian mystics traveling abroad, teaching the Baphomecian philosophies, which involve the worship of nature-based deities and a general system of beliefs very similar to Terran paganism.

SPECIES ABILITIES

Baphomecians are tall, strong, physically hardy people. They receive species bonuses to all of their physical attributes; but suffer a -1 penalty to their Presence.

Baphomecians can have an intimidating appearance, and some couple that with an arrogant demeanor that makes them a bit off-putting to some people.

In addition to these attribute modifiers, Baphomecians have the following traits unique to their species.

Bonus Edge: *Thick Skull*; Due to their sturdy bone-structure, Baphomecians are notoriously hard to knock out. Even stun phasers have a decreased effect on them. They automatically receive the Thick Skull

edge as a species trait. (see p. 138 of the *Player's Guide*).

Natural Weapons: Baphomecians have two natural weapons and they learn, from an early age, how to use them effectively. First there are the horns, which cause 1d6+ Strength modifier in damage. Then there is the tail, with its sharp, bony barbed end. This causes 2d6+ Strength modifier. All Baphomecians begin the game with 4 skill levels in using both weapons, and may advance these skills as professional skills.

Species Flaw: *Proud*; Baphomecians are very concerned with their own reputations, and how well-known they are for their individual achievements. They do not like to be lost in a crowd. As a result they can often come off as self-centered. This results in a -1 species penalty to all social skills.